

Lyria 2

It's pretty hard to navigate through the forest. I go up some trees to have a look around but it's much worse than a slippery mast in a storm with all the branches bashing me and falling down. How embarrassing, a wild elf falling from a tree. Fortunately Nethander can keep quiet. If I show weakness mages will corrupt more easily without fear holding them in check.

We find a few local elves: a ranger, a priest and a bladesinger. The priest was attacked by some red eyed individual and it takes us some time to break the spell to release him. At least we know for certain now that a foul mage is at the heart of this problem just as I expected.

The mage has released something corrupting the woodland creatures and guardian stones. The stones confuse me and cause me to stab the bladesinger. I almost killed another elf! I should really work on getting a mind blank like Iliana. The others try to kill the unfortunates, but I manage to knock them out and the blackness leaves them. There are also weird shapeshifting monsters. It reminds me of the time I was struck with the entropy scythe. Fear grips me, but I manage to overcome it and join in to kill it. The memory of dissolving into limbo makes me nervous. I don't mind fighting something or someone, but in limbo it is not something or someone anymore. I shudder for a moment, steel myself and continue.

A corrupted, blinking unicorn attacks us. I activate my ring of blinking and we turn out to be in phase. It nearly kills me with his charge, but I manage to bring it down with subdual strikes. Still it is hurt so badly it starts to go into shock. Somehow I manage to let it take what it needs to continue its magnificent existence, a new set of scars is a small, but painful price to pay to see it galloping away again gracefully and white. Corrupting the sylvan, there is nothing too low for mages!

I am then attacked by a red mist which drains all the magic from my items. I warn the others, since they might depend on stuff instead of themselves like I do and proceed to rip the thing apart with a torch. It floats of in the trees and once again the storm causes me to fall. Damn I spend too much time in Iliana's tower. Swinging from the chandelier and walking the balustrades just isn't the same! Too bad I can't catch and train it somehow. That would be a great pet to use against mages!